

FANTAZINE

STAGE 1 LEVEL 4

AUGUST 1993

GREATER DEMON
PAT REYNOLDS

LESSER DEMONS
MATT SONEFELD
DAVID WILSON
MARK ALLEN
TIM PRIEST
RICH PLUMMER
ADRIAN PROCTOR
SEAN PETTIBONE
JESS RAGAN
ARA SHIRINIAN

GUEST APPEARANCE
BY
RUSS PERRY JR

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REYNOLDS RAP

Well, another really late issue comes to an end. Don't expect Fantazine to get back on a monthly track soon, either. Arnie Katz was right when he said that schedule might prove a little too ambitious.

We're trying some new things with this fanzine, that will be incorporated in this and the following issue. First, the review section is trimmed down to make room for more opinion columns and articles. I got so much stuff for this issue and I wanted to use as much as I could, so the game coverage had to be sacrificed. Tell me what you think of this change.

The fandom special issue has taken on a life of its own. It will now be called Fantazine #5! Yes, that's right, next issue will have reviews of every fanzine I've seen so far, faned interviews, top ten fanzines, a Russ Perry Jr. drawing (by me), and all the regular Fantazine features like Atari Lord, In My Opinion, and Intimidating as well. Is it going to be big? I think so. Some of you may be disappointed to hear that I've scrapped the cover illustration idea. Not enough response or time to draw such a detailed picture have lead me to make a tough decision - next issue will have the first cover which is NOT hand drawn! Instead it will feature a fanzine collage.

G.E.A. has arrived (sort of) and I'm a board member, so you're along for the ride, fearless readers. President Johnston tells me that G.E.A. has one official member so far, but that's certain to change after all the magazine coverage they've been getting. Also, G.E.A. News, the official publication of the organization, has been postponed until early next year in order to get a better feel for how many members we're pulling in. Hopefully this won't fizzle out like NAEGE did, but some early internal conflict (among the founding members) and about 5 versions of the constitution (which has been since cleared up) got things off to a rocky start.

Kissing ass has become a problem lately in fanzine circles. I'm talking about 'zines that hesitate to print anything bad about ANY game in fear of losing support (read Free Games) from that company. Don't lose touch with what Fanzine means, people. Keep those opinions top priority, and, of course, never give up!

THIS FANZINE IS A MEMBER OF



F.A.C.E



PAT
Big Fanboy

You Said WHAT?!?

LETTERS TO THE EDITOR

THIS SPACE RESERVED FOR RUSS

Pat:

I've enclosed the interview - it's a bit long, and mostly serious. Have fun editing it. I even enclosed copies of some pix, though I doubt they'll be good enough to copy into the 'zine.

I've also included most of the items needed for the "Find Pat" contest, since I'm already in Scavenger Hunt mode for Digital Press. I'll probably send the Groo letter later, since I'm pretty sure I can get that too.

And Fantazine? Another great issue, of course.

But I will have to contradict Shawn Surmick's letter. First, he writes "Atari would be very foolish to release (the Jaguar) under \$100!". Foolish? If they CAN sell it that cheap, they will sell lots. The thing to keep in mind is that most systems are sold at very (VERY) little profit - the more systems that are sold, the more software will be sold. So by selling systems as cheaply as possible, a bigger user base is developed. Note how systems don't get marked down unless redesigned (to save on production costs).

Shawn also says "No game will sell for \$15". Huh?! I imagine they'll sell lots at that price (not that I believe they'll actually be that cheap). I for one, can't pass up a \$10 game, and \$15 is mighty tempting.

David Chau's letter begs a new game: Raganma 1/2 Cocked. No?

Joe Santulli is on the right track with listening to industrial for videogaming (though I can't stand *Sex On Wheelz*). Ministy's Psalm 69 is almost good enough without mixing in other bands. I tend to slap in tapes of metal off the local college station, or a disc like Sepultura's *Arise* or Pantera's *Vulgar Display of Power*.

What's Tim on anyway? Fun article on being a hero (though I suspect he needs a new hobby).

You also messed up the Top Ten... "6. Sex is always for 2 players". Well, perhaps it is at it's most socially acceptable level, but really it's for 1 to "sky's the limit". How

about "Sex doesn't cost \$50-70 a pop... well, most of the time" or "Condoms are cheaper than cartridges" or "Scoring is more fun" or "You can enjoy sex on the TV even when the set is off".

Finally, as to Back Page Retaliation... one point you didn't make responding to Brent Hepner: blank pages = wasted paper. A blank back page is a wasted sheet of paper every two issues, per reader. Waste not want not?

Well, Pat, time to close; maybe even bedtime. See ya next ish.

Russ Perry Jr.
Omro, WI

- Well, folks, it looks like Russ is gonna win the first reader contest - all he has to do is send in my letter from Groo the Wanderer. I must admit, this was not the most brain-straining contest, but it did require an awful lot of busywork; Russ will certainly find the letter in Groo, assuming he's got the patience to look through 104 issues for it.

I agree with you about the Jaguar, Russ; I have no clue what Shawn was talking about in regards to the system not selling at lowered prices. I'm not one to pass up games at low prices, either.

I liked Joe's article, to; but I do like *Sex On Wheelz*. That article got me thinking about what my ideal soundtrack would be - but with the dawn of CD games and music guys like the one at Virgin (who I heard signed a record deal because of his soundtrack on the upcoming Terminator game), it might actually become fun again to listen to the game music.

Last time I visited Tim in the Timcave, he was building a full-body jointed kevlar suit, and attaching oyster knives to the tips of his cape. He's not ON anything, Russ - he's utterly insane, but a lot of fun at parties.

I did think of the wasted paper thing, but I've been through that with the Video Universe guys so often it seemed redundant. By the way, you readers,

Russ wrote on the back of his letter "This page intentionally left blank". Okay, Russ, as long as you did it Intentionally, I guess that makes it alright.



Pat

Ara Shirinian wanted to get his say in regarding Shawn Surmicks letter last issue, so here it goes.

Shawn,

When I did write the 3DO article, it was BEFORE any of those video game companies signed on. And there's a BIG difference between Activision and Capcom or Konami. You can't say that making predictions (which is exactly what my article was, not praises or insults) is "going out of line" without being hypocritical because you make a lot of predictions and assumptions yourself. Yes, I smashed the 3DO because of the large price tag. I didn't say anything about the Neo Geo because it was an article about the future of the 3DO, not the Neo Geo. For the record, I do think that the Neo Geo is still too expensive. I don't know about you, but I live in a really rich area and I've never seen anyone buy a Neo Geo at Babbage's or anywhere else for that matter. Right now, I'm much more optimistic about the future of the 3DO than I was when I wrote that article. The potential for success or failure still exists, though. I guess we'll have to wait and see.

Ara Shirinian



ATARI GAME CARTRIDGES, 2600
& 7800 Atari titles "New in Box"

Ask for ATARI List # 101

★ Frank M. Polosky
PO Box 9542
Pittsburg, PA 15223 ★

Pat,

Fantazine #3 was great! I especially liked the gender-bending illustration of you and Jess. I also caught your cool Rocket Knight cover for Master minds. Nice work! Maybe you'll get the coveted BNF award from Amie Katz.

The Fantazine reader contest is a great idea, but a letter from Groo The Wanderer!! I'd have a better chance finding a good T*HQ game!

I don't share your optimism about the Atari Jaguar. It has some impressive specs, but where the heck is the software going to come from? They can't even support the Lynx. Most of the big licensees are already tied up with Sega and Nintendo. Would they develop for a company that saw its biggest success over a decade ago? I hope they prove me wrong because I'm an Atari fan from way back.

Thanks for the Anime tips, they were quite helpful. Oh yeah, forget Heather Hook, I want more shots of Russ Perry!

Thanks for reading my inane thoughts! Keep up the good work!

David Chau
New York, NY

- I'm glad you caught on to the illustration on the back of last issue, David. A lot of people were very confused by that. For the record, since last issue was the Ranma 1/2 special, and Ranma is a guy that changes into a girl, I thought the picture was appropriate. I hope that clears things up.

Check this issue for our new Anime coverage, which will probably grow in future issues.

More shots of Russ Perry? No problem; just scope out our exclusive interview with the legend himself in this very issue. What a wild man that Russ is!

TOP TEN

BY PAT REYNOLDS

TOP TEN THINGS F.A.C.E. MIGHT STAND FOR

10. Fatality And Corruptness Everywhere
9. Fanzines Against Crybaby Editors
8. Fanzines About Critical Essays
7. Fanzine Alliance: Champion Edition
6. Fans Against Corporate Establishment
5. Fandom's Army of Corrupt Editors
4. Buttafuoco
3. Fanzine Action Creates Enlightenment
2. Fandoms Arbitrary Censorship of Everything
1. Faneds Are Creative Entities

OVERHEAR

BY 3/5THS MAN

This is proabbly old news by now, but I did want to reflect on the CES in that odd, yet exhilarating style that Steve Harris doesn't and will never have! Oh, anyhow...

Come on! Guys! Is FX Traxx really THAT bad!? EGM just GUSHED over it in their "air mail" insert (that's almost identical to their last one, but I digress...). Then again, we're talking Alessi here... GUESS RATING - 61/2 - 7.

Anyone sick of the new 16 meg fad in carts? You can put your hands down now (whew! Roll out the "Ban"!!!). Not a surprise. Wait till you feast your eyes on the new Activision games! Kaboom looks worse than the first (ew! Pony Canyon flashbacks!), Pitfall Harry, eh, well... & River Raid. Wait! Isn't that Thunderbirds are Go? I wonder what they'll do to the puppets! Carol Shaw would be cringing right now. RATING - Kaboom - 3, Riverbirds are Go - 6...

SFII Turbo? If I say I like it, will you stop making more? Didn't think so. So I hear they're making a 24 meg version of it for the Gen...WHY!?! I guess nobody's told Capcom that there are less pixels on the Gen's res to fill in, which should make it smaller. Oh boy - I see the largest amount of megs wasted EVER since 3 Count Bout. Hand me the Tylenol. RATING - SFII SNES - 91/2, Genesis 71/2.

FCI. Help! Are they the next Sega licensees? Pony Canyon? On the Genesis? Why do you think I made the move in Sega territory in the first place?! Now there's no escape!! Arrgh!!! Even George Wilson hates their new wrestling game! RATING - 0

Well, a little dab'll do you for now. This is 3/5ths Man, hoping that 2020 Baseball has similarities to Baseball Stars 2 (cool), signing off.

ATARI LORD

BY MARK ALLEN

The 5200 Supersystem was Atari's first game console after the release of the phenomenally successful VCS. Atari felt the market was ready for an upgrade as evidenced by the Intellivision and Colecovision consoles. It is a natural reaction for owners of a system to look to that company for the next-best-thing before jumping ship to another company. In 1982, Atari needed an answer and it needed it soon.

The result was the 5200. Atari took a short cut rather than develop a system from scratch. They basically took the guts from an Atari 400/800 computer, dropped them in a sleek console, developed new controllers and started porting over computer games. This approach did work, and the system was fairly popular. This was hardly a true advance, however, and many games were outdated before the system was released.

The controllers were definitely the most hated aspect of the system. Even today, people rage about them in fanzine columns and reviews. It's time to set the record straight. The 5200's controllers were innovative and have never been matched.

The joystick itself is analog, I guess as opposed to digital. On a standard stick at a given point in time, each direction is either on or off, open or closed, or maybe some other technical term of which I am ignorant. Whatever the case, you've got 8 to 16 directions, only one of which can be used at once. A diagonal upper right opens two switches, but only one direction is accessed.

An analog stick uses two rotating switches that are connected to the stick with funky plastic stuff. The switches allow a variable amount of electricity to flow through rather than electricity or no electricity. As a result, when the stick is rotated in circles, a huge but finite number of minute changes are taking place onscreen. This allows for precise control of movements.

The switches also allow for player control of character speed, such as in Atari's Soccer. When the stick is moved a small amount in a direction, the character begins to walk. The farther the stick is pushed, the faster the character moves until he reaches a full sprint.

The part everyone seems to hate is when you let go of the stick, it stays where you left it. I've read so many whinings saying that because the stick does not self-center it's impossible to play the games. This is such a load of crap I can hardly restrain myself. If I'm using a conventional stick moving right and want to move up, I don't let go to let the stick center then move up. I just push up. The same goes for the 5200 sticks. If these people are constantly letting go of their controllers I can understand why they're having trouble playing games.

One of the reasons the 5200 controllers are so revolutionary and great is the options it presents to the

player. Besides the stick, there are two fire buttons on each side to accommodate right and left handed players. A full keypad is also incorporated with holes to fit an overlay. The full keypad was seldom utilized, although a few games used it quite nicely. Star Raiders used the whole pad for speed control. Defender used every key for hyperspace so the player doesn't have to hunt for it while playing the game.

The controller achieved a number of firsts. Besides the first and last last home analog stick, it had the first keypad with individual buttons rather than a membrane board. Also included were the start, pause, and reset buttons. The 5200 was the first system to include a pause feature. The early titles allowed the game to be started or reset while it was being played, so the player could accidentally end his game while trying to pause it. On later carts, the game must be paused before those functions are accessed.

The early consoles were notable for having the first automatic switchbox and four controller ports. A manual box and two-port model were substituted later.

The silver and black console was the sleekest of its time, but also the largest of all time. It's sleek because it has only one button, the power switch. Much of its enormity can be attributed to the controller storage space in the console's rear. I guess Atari was responding to the Intellivision's handy storage ability. Leaving the controllers plugged in (they were permanently attached), the wire was folded and tucked underneath the controller which fit on the console's top.

Mattel's ingenious idea can hardly be held accountable for Atari's monstrous foolishness. On the 5200, the controllers must be detached, the wires wrapped around the sticks so tightly they become permanently coily cords, and put in the storage space gingerly so that the new tight packaging the owner has arranged doesn't unravel. Close the lid and Voila! Your controllers are inaccessible! Not as inaccessible as they should be, though, since the lid still didn't close all the way. Better take them out and try again.

My controllers have only seen the inside of the space once, just because I thought it would be kind of neat to actually use it. I didn't make that mistake again. The storage space's only attribute is its contribution to the hugeness of a system that, fitted with treads, would make a nice tank.

As for collecting aspects, the 5200 is more rare than the 2600 and 7800. The hardest part is finding controllers, which due to their complexity are more expensive than most controllers. Atari still sells them for \$15 each. Carts are readily available from collectors, but are hard to find at garage sales and flea markets.

Look for a 5200 top ten next issue. This will be followed by 7800 columns.

JESSWORLD



Along with all of the reviews and articles that Jess Ragan sends each month come tons of doodles, comics, and other artistic musings. Presented here for the first time, the art of Jess Ragan.



Mark Allen stars in this zany comedy about a man left behind technologically due to his stubbornness to accept the truths that the 7800 is inferior to the NES & that the Jaguar will go nowhere. Watch him make a monkey out of himself as he keeps himself in the dark ages with sets that are...

NO IMPROVEMENT



HAVE WE GONE TOO FAR IN THE SMB GENRE?
 Not yet there's still 425 species of mammals left to use!!!





Can I give it two?



YEEEEOW!!!!

BY JESS RAGAN

OK, OK, enough! I've got to touch up on this Hepner bashing issue a bit. Editor Reynolds went a little too far in issue #3 of Fantazine. After all, what if Brent's right? Maybe we faneds (all 100 of us!) were wrong in using the back covers to print useful material as opposed to just leaving it blank and wasting our readers' time. In fact, perhaps we should just leave EVERY page blank and call it a day. Why should we bother writing opinionated, thought-provoking articles when we can cow-tow to the game companies every desire?! Yes Brent, you are a wind beneath our butts - er, wings. If anyone complains, maybe we should just run a page or two of "Deep Space". I'm certain people would enjoy blank fanzines then!!!

FCI? On the Genesis? NOOOOO!!! Pony Canyon. The unadulterated worst Japanese programming firm out there. You see, part of the fun of moving to the Sega format (as I did) was leaving PC behind. Unfortunately, they've followed me. Aha! The Turbo! There's a place of refuge! No, the Lynx! Yeah! In fact, maybe buying the Jaguar DOES have its advantages. Mark Allen won't have to worry about Dr. Chaos...

I must have missed something. Flying Dredge is translating 2 horrible SNES flops to Genesis format with assistance from spew-miesters Ocean. What? Were these games big hits the first time around? We have enough Genesis garbagemware as it is - and we don't need a loaner from the SNES side! Not Spiderman and the X-Men!!! Ack!!!

Cute cowboys? Swashbuckling seals? Data East's at it again. Dashin' Desperadoes and High Seas Havoc have an extra helping of saccharin sweetness, with the latter looking somewhat Sonic-like. No complaints from me - if they're worth the money...

Super Baseball 2020? For the Genesis? By EA!?! Yes! EA's the sports king, and when a Neo Geo game hits its 68000 brother you know my ears are perked. Too bad it's this futuristic crap and not the end-all be-all baseball game, Baseball Stars 2.

Blades of Vengeance looks promising, and EA had a near page filled with new stuff in the EGM suppository (whoops! SUPPLEMENT!) Even Brian Colin of Rampage/Tapper/Arch-Rivals fame has hopped the bonanza filled bandwagon that is Electronic Arts. Will they ever quit?

Another F.A.N.N.? Hand me the bromide...

Should I stay or should I go now? Go? OK! This is Jess Ragan saying "I'm gone!". Or something more witty, I hope...

TASTES RATE, LESS FILLING?

BY JESS RAGAN

I'd prefer not to count the times that other faneds have raised a cacophonous outcry over the new decision by Sega to rate video games in accordance to their social content. Amidst their annoying cackling, they fail to take into consideration that this new rating system will actually make way for more daring forays into the realm of electronic games, and as a result, less restricted licensees and happier customers. There are a myriad of ways that the new ratings system will benefit every sector of the industry - something this article will attempt to prove.

Many of the rating system's critics don't take into account that Sega's inner workings are entirely unlike those of the film and television industries. Previously, Sega and other competitors in the race for electronic game supremacy were marketing their entire software libraries to a singular audience. The result? A history of categorical censorship from the big 3 in a vain attempt to protect the younger segment from adult themes. Even Sega took it upon themselves to prevent Razorsoft's Stormlord from containing more breasts and thighs than Colonel Sanders ever dreamed of (remember that, boys and girls?). This ratings system will help reverse that. If a game is replete with frontal nudity, Sega will be able to avoid the distasteful task of sending the game back to be censored - they can simply release it under a more appropriate rating. Of course, there will always be restrictions to what can be produced on Sega's 16-Bit - but hey! I'm not exactly revved up to see Chun Li and Ryu exchange saliva as they did in the SFII comic in EGM...

With many players being as young as they are, the fear of not being readily able to experience the entire Genesis library is somewhat understandable. However, the ratings systems are generally a recommendation for parents concerning the kinds of titles that they should buy for their children. These are by no means enforceable to the point where avid gamers would not be able to play certain games (after all, with reviews of such explicit movies as Basic Instinct and Faces of Death contained within a fanzine run primarily by minors, I have strong doubts about Sega's ability to prevent it!) - unless, of course, your parents are doing the buying...

My point? Don't be so quick to attack Sega for a decision that will actually broaden the scope of electronic software to encompass every player - as opposed to just one segment of the gaming community. This may be the next important step in the journey to take this medium out of the quagmire of non-gamer's ignorance and into its rightful position as full, wide-scope entertainment.

MATT'S PICKS

Response for this column has been very good. This month Matt Sonefeld makes a triumphant return to Fantazine after a two-issue absence. Next month Ara Shirinian will expound on his picks and the issue after that a subscriber gets in on the action!

TOEJAM AND EARL (Genesis) - Best game for Genesis due to its originality, humor, funkiness, and the fact that it's new every time. Great control and this game lends itself well to the overhead perspective.

NIGHT TRAP (Sega CD) - Wonderful use of multimedia, much better resolution than Sherlock Holmes. Beware of the dreadful password change, because you may be locked out of the security system. The best part of the game is watching the "bodysnatchers" get trapped.

PHANTASY STAR (SMS) - By far the best 8-bit RPG around and surpassed by nobody. At face value this game is a standard overhead perspective RPG but it has great twists of plot, not to mention misleading dungeons with a 3-D perspective.

RIVER CITY RANSOM (NES) - This game is neat, an action game with touches of role playing, features like kick, throw, and willpower points. Another awesome feature is that your attacks vary and once you're powered up the enemy thugs come and swarm about you.

KIRBY'S DREAMLAND (Gameboy) - Nintendo worked their magic as usual with this game, it was so good and popular that it was brought over to the NES. The best part of the game is that you can use your enemies for either a weapon or food.

BOMBERMAN '93 (TG-16) - The most fun game ever - what wouldn't be fun about running around and trying to kill your friends characters?

INTIMIDATING

BY TIM PRIEST

So you think you know what you're doing. You think that you're some big super duper hero type. Just because you've spent every waking hour for the past six years sweeping floors, mowing lawns, and kissing butt just to be able to get a little more overtime so you can get just a little extra pay to add to your teeny tiny almost non-existent pile of wealth with which you plan on using as a foundation for your superhero magafortune, you think you're ready to become a super hero! HA! Even if you were able to afford all the gizmos and paraphernalia described in my last column (still available - contact Pat Reynolds) and were able to get the proper training in the orient (all super heroes train in the orient) you're still not ready to become a super hero, and that's what I'm here for.

Yes, that's right, I am here to help you. Contrary to what I may seem to convey I wish to help you; I am your servant. If I could bring just a little happiness into one little life I can die happy. HA! What a crock! I am here to control you, I am the media, I am taking over all your willpower even as you read this. The truth is that I need you to go out and become super heroes. The world needs you. So...

The reason none of you out there are ready to become super heroes is that you lack the proper monicker. Your name tells all and even if you can fly through a mountain or lift the Sears tower you're nothing if people just call you Lou. You need to dig deep down into your inner self past the spaghetti you had for lunch, deeper into your very soul and find your true reason, nay, your true need for becoming a super hero and there you will find a fitting title. But if not here is where I come in. I've developed a system for naming super heroes. You supply one word that you feel best encapsulates all your fears, dreams, desires, etc. and apply it to my system. Within days you will be ten pounds lighter and back to living a full happy life. HA! Seriously all you do is take the word and fit it into my little far from complete chart and voila. A super hero is born - to unwanting parents no doubt. Remember your name should also somewhat correspond to your outfit so if you prefer to wear a lot of chains and black don't pick the word lilac.

THE	DESCRIPTION	COLOR	YOUR WORD	TITLE	OF/FROM
	Mighty	red	boy		the past
	Amazing	orange	lad		beyond
	Incredible	yellow	guy		earth
	Stupendous	violet	gal		Toledo
	Untouchable	olive	governor		the depths
	Diminutive	grey	slave		outerspace
	Wonderful	gray	thing		C.I.A.
	Growling	black	monster		the sun
	Intoxicated	paisley	lass		the north
	Friendly	lilac	girl		dixie
	Terrific	gold	kid		venus
	Bombastic	silver	master		the orient
	Fearless	striped	mistress		Camelot
	Mischievous	maroon	ghost		below
	Unexplainable	beige	wench		end of time
	Unbeatable	opaque	man		the dead
	Daring	tan	captain		the shadows

Well there you go, it's not nearly complete but you get the idea, besides it's only for you lowly readers anyway. Feel free to mix and match the columns, even delete one or two just to do me proud. Don't forget alliteration can be essential.

HEY INTIMIDATOR!

BY TIM PRIEST(A.K.A. THE INTIMIDATOR)

Can't keep a grip on your weapons?
Sounds like you need advice.
Chain Mail keep riding up on you?
Sounds like you need SUPER advice.
Can't find a maniacal villian to fight?
Sounds like you need The Intimidator's advice!

Hey Intimidator,

My costume's always getting compliments, but I can't walk 2 feet without tripping over my cape and falling flat on my face. What can I do?

Lilac Lou
Toledo, OH

Lou, Lou, Lou. Forget about the cape; you need to change your name. If the cape problem persists after the name change get a really good helmet/face mask combo. You've got enough things trying to destroy tour head. Image is everything. Don't lose a good thing. If the cape gets compliments go with it, not without it.

The Intimidator

Hey Intimidator,

I've gotten really good at blending into the darkness and becoming one with the night. But I can't get my wife to notice me. Tell me, oh great Intimidator, what can I do?

Night Guy
Arctic Region

Can't get your wife to notice you? Wuss!

The Intimidator

Hey Intimidator,

I left my family years ago under false pretenses. Needless to say, my wife and I thought it would be best to let my nephew believe I had been gunned down. He took it completely the wrong way and I feel responsible for his present lifestyle. I have since begun and nurtured a rice company that has skyrocketed and I want to leave it to him, but only if he changes his ways. Yet I can't reveal that I am still alive due to copyright problems. What do I do?

Uncle Ben

*Hey Uncle Ben,
Stay dead.*

The Intimidator



PAT'S \$4.88 PICKS

BY PAT REYNOLDS

Recently, Blockbuster Video (I like the fact that they're anti-abortion, Ben) took over Grand Rapids local Video Tyme chain, and had to sell a slew of old NES titles they had too many of. The solution? Bump the price down to \$4.88! Sure, these games have probably been rented hundreds of times, drooled into by toddlers and thrown against walls by the likes of Sean Pettibone, but I couldn't resist the price, especially when they were some of my all-time favorites.

JOUST (Hal) - I must admit that I was disappointed with this translation. The Atari 7800 version is much better, with smoother play and superior sound. Still, the NES doesn't play a bad game of Joust, and it's fun with 2 players.

SOLSTICE (Imagesoft) - A great action/puzzle game that I still haven't seen the entire scope of. Hundreds of rooms to explore, items to find, and puzzles to solve. Very good graphics for the time and good playability.

RIVER CITY RANSOM (Technos) - A very good blend of adventure and fighting, with literally hundreds of things to buy, eat, and wear! A bit on the easy side, and very repetitive, but the surprise final fight shouldn't be missed. Recognize that theme music?

METAL GEAR (Ultra) - Konami's Ultra branch put out very few really good games. This was one of them. The perfect blend of action and adventure, with lots of traps to overcome and guards to sneak past. A long quest that unfortunately can be beaten without ever actually seeing the Metal Gear!

CLASH AT DEMONHEAD (Vic Tokai) - One of my favorite classic NES titles. Mega Man-like style of gameplay, selectable routes, and one of the best shops in any game make CAD a tough, fun challenge. I have yet to beat this one.

CRASH N' THE BOYS (Technos) - Another in the line of Technos games to use the familiar stubby Technos characters (River City Ransom, Super Dodgeball), this is a sort of Street Olympics game, with some decent events (Fighting, Racing, and Rooftop jumping) and some that are simply impossible without an Advantage or thumbs of steel. The variety of characters is cool, and some of the throws in the fighting mode are really bad. That's bad as in good for you older readers.

GARGOYLES QUEST 2 (Capcom) - Here's a title I was surprised to see in the \$4.88 bin. A decent follow-up to the original Gameboy version; however, it might seem a little strange of me to say that this one loses something in the translation to color. While the GB game looked very good in all its B+W shaded splendor, this one comes off a bit too colorful, although the backgrounds are very good in some areas. Slow in places, very hard in places, but a great game overall.

TO PLAY OR NOT TO PLAY

This month I've taken the advice of some fellow faneds who feel that there were way too many reviews in Fantazine lately. I must admit, looking back on issues 1 and 2, we ran over 20 reviews per 'zine! Next issue might even see a shorter review section or none at all! Now, the System of The Month for this issue is the NeoGeo. Surprise! Yes, their outstanding Samurai Shodown, in my opinion the BEST NeoGeo title EVER, has really made me seriously consider buying one for the first time. On with the review!

Q-BERT 3	NTVIC
ACTION	SNES
2 PLAYERS(ALT.)	AVERAGE
GRAPHICS: 9	CONTROL: 8
SOUND: 7	FUN: 8
OVERALL: 8	

Q-Bert was one of my favorite classic arcade games, and I'm always a bit skeptical when somebody tries to upgrade one of those simpler games to today's standards (as with Qix, Space Invaders, and others. I almost hesitated to rent this game, in the fear that I would be terribly disappointed and lose my faith in an accurate translation of Q-Bert forever. However, I persisted, and was thankfully not disappointed.

Q-Bert 3 looks, feels, and sounds almost exactly like the game we all remember. The visuals are crisp, colorful, and very true to the original. The backgrounds are psychedelic montages of swirling color and dancing geometries. All the levels have the same rules as the original, but the actual layout of the playing boards are varied and imaginative. In one stage you'll find yourself hopping on teeth, giving them cavities, another has you bouncing merrily around slices of melon.

The only difficulty anyone will experience with this game is the control. Being that you must maneuver Q-Bert around the pyramids using diagonal movements, the somewhat limited selection of 4 control schemes (2 of which utilize the control pad, and 2 which use the

buttons, all with the diagonal tilt to the controller). Why they didn't just incorporate a control scheme which allowed you too make diagonal jumps by pressing diagonally on the pad I'll never know. Still, once you get used to the control (and fall off the board a couple HUNDRED times doing it) this is a very enjoyable game.

-Pat Reynolds

Q-BERT	KONAMI
ACTION	NES
1 PLAYER	HARD
GRAPHICS: 7	CONTROL: 6
SOUND: 7	FUN: 7
OVERALL: 7.5	

Before Toejam and Earl...before Ren and Stimpy...even before Sonic the Hedgehog (what kind of drug do you have to be on to think that he even remotely resembles a hedgehog anyhow!?)... there was Q-Bert. An unassuming little, uh, help me out here (*sure - he's an orange fluffy thingie - Pat*), Q-Bert basically spends his life playing a twisted version of chess on a misshapen pyramid concocted from a stack of even stranger blocks, making each move by hopping from piece to piece, outstepping squishy balls, purple snakes (!?!) and pigs, taking a time out only to snuff cool-looking green waterdrops with hair threatening to impede the rather strange goal of coloring the field to the tint of the little hoser's choice.

OK, enough padding - now about this version by Konami Industries. If you remember the arcade version (who does after all of the home versions!?), you'll be dismayed to discover the additions of a plot and a bizarre looking kid who bears a slight resemblance to the Digital Press caricature of Kevin Oleniacz. If you can get past that, however (and the sadistic habit of the programmers forcing players to twist the joystick -

yuck!), this game plays a mean game of Q*Bert! The sprites, while still bland looking by the arcade version and SNES cart's standards, manage to maintain the high-definition that the NES has made an industry standard (which means the hoser isn't blocky, uniformly colored, and apparently cut out and repasted on the screen a la Colecovision). A high challenge level, fair sound effects and nice, if boring, background graphics make this the closest, if not the best, rendition of Q*Bert. #@?!#@? (pronounced, "Be'yall-be'yall-bull")!!!

- Jess Ragan

ZOMBIES ATE MY NEIGHBORS	
KONAMI	SNES
ACTION	HARD
1 OR 2 PLAYERS	
GRAPHICS: 7	CONTROL: 7
SOUND: 9	FUN: 8
OVERALL: 8	

Imagine Gauntlet meets Smash TV meets Toe jam and Earl. Sounds crazy, but it's Konami's new overhead shooter(ish) cart for the SNES and Genesis, one of the most creative and entertaining games to hit the 16-bit platform in quite a while.

Grab a pal or go it solo through 48 levels of humorous movie-spoofing, but intense, zombie extermination as you attempt to rescue cheerleaders, tourists, and babbling babies from the clutches of countless martians, "snakeoids" and other such annoying creations of the sinister Dr. Tongue.

Our heroes Zeke and Julie fire and chuck anything from their standard water pistols to rocket launchers, weed whackers, ice pops, six packs and beyond. When all else fails, snag a potion and transform yourself into the all-powerful, wall-bustin' Monster to do battle with giant ants and hockey-masked psychos.

The visuals are done in an intentionally vivid, cartoon style lending themselves perfectly to the game's

campy overtones. From eerie organs to uppity high hats, the audio portion is anything but neglected and actually the game's high point as pronounced screams, howls, yells and yips can be heard at any one time. Controlling the fearless mutant-hunters isn't a difficult undertaking, but their lack in speed and tendency to catch themselves on corners becomes frustrating. All in all, from the quest's formidable length (password feature included) to the humorous "larger than life" move motif, Zombies comes out a winner, and an unequivocal recommendation.

-Sean Pettibone

JUNGLE STRIKE	EA
ACTION	GENESIS
1 PLAYER	AVERAGE
GRAPHICS: 9	CONTROL: 8
SOUND: 8	FUN: 8
OVERALL: 8	

Remember Desert Strike? Well, it's back, with a new helicopter, not to mention several other vehicles with which to wreak havoc on the drug world. The upgrade to 16 meg is apparent only in the length and minor audio details of this sequel. It is, however a very worthy successor to DS and my favorite EA non-sports game to date.

Variety plays an important role in maintaining interest in this cart. Whereas the entirety of Desert Strike took place, predictably, in the desert, Jungle Strike, belying it's name, goes from Washington D.C. to lakes, towns, desert, frozen tundra, to jungle. Some of this creative diversity I could've gone without - the night scene, for example. Simply the most frustrating stage I have endured all year, in any game. The stealth bomber stage is almost as bad, for the inability to stop your forward motion and high likelihood that you'll make a tight turn straight into some unseen offscreen object - instant death. A hint, though, after completing the first few missions with the bomber, park it and you'll be allowed to complete the stage in your chopper, a tidbit not mentioned in the instruction; those oil drums are nearly impossible to dodge and destroy in the plane.

I know, really good EA action games are far and few between, but this is the one to have. - Pat Reynolds

EX-RANZA	GAU ENTERTAINMENT
ACTION	MEGA DRIVE
1 PLAYER	AVERAGE
GRAPHICS: 8	CONTROL: 9
SOUND: 8	FUN: 8
OVERALL: 8.5	

THIS IS NO SHOOTER. After seeing all those screen shots in Game Fan, I thought I was getting an awesome shoot-em-up. Boy was I wrong. I was kinda disappointed because I was expecting something completely different. But after playing it a few times, the game just grew on me.

Ex-Ranza is almost indescribable. It's like a cross between Target Earth or Cybernator and the old Genesis game Granada. Like Target Earth, you control a mech, and run around shooting anything in your path. You can also fly in the air for a limited amount of time without hitting the ground. There's even a little meter in the bottom right corner which tells you exactly how much more time you've got to go in the air. Like Granada, you've got a little radar on the screen that shows you where the targets you must destroy in order to finish the level are located. But that's where the similarities end. Along with the standard pea-shooter, you begin with two special weapons (you get more as you progress) and you also get a sort of a motorcycle which shoots when you shoot, and moves where you move. If you have the 6-button pad, you can even control your mech and the bike separately! When you stand on top of the bike, you can either ride it or "fuse" into it. While in the bike, you can change special weapons and your regular shots become homing. There's also a separate energy meter for when you're out of the bike and when you're in it. In some stage, you get a big, hovering ship instead of the bike. You've also got a power meter for your special weapons. And get this - the special weapons are solar powered! When you stand in the light, your power will go up. When you're in little light, the power goes up slowly. This feature is so subtle that I didn't realize it until about the fourth time I played.

There are six stages, with an intro to each one showing a Starfox-esque scene of the locations of the targets.

It's especially surprising to see polygons on the Mega Drive rotate and scale smoothly. It still looks good even though they're only wire-frame polygons. The sound and graphics are superior considering the limits of the Mega Drive. The bosses are fought in the "take apart piece by piece" style. Although the movement of your character is a bit jerky, you get used to it in no time. Oh, and how could I forget the line scrolls!!! It's too bad they're only in two sections of the game. All I can say is WOW. These are no cheesy SFill line scrolls, with only a bit of the ground in proper perspective. The tunnel scene has THE WHOLE SCREEN in a line scroll!!!! The first time I saw it I just sat there for about 10 minutes, scrolling the screen back and forth and back and forth...

You'll be surprised how much better you get every time you play. It's a bit hard, that you only get one life and three continues, but once you get the hang of it you'll be able to blast through the game (you get extra continues for points too). The animation is excellent - especially on your character. I don't think they could possibly fit any more frames in.

The only problem I've got is that on hard, the game is impossible. No, not that it's too hard, but in the fourth statically impossible to pass. I don't know if it's a bug, or if you've got to perform this secret maneuver or whatever. Anyway, I tried everything for about eight hours and had to finally reset my game in disgust. Other than that, Ex-Ranza is an excellent game, although that I don't think that it warrants and import. Wait 'till it comes over here.

-Ara Shirinian

LAND OF ILLUSION	SEGA
ACTION	SMS
1 PLAYER	EASY
GRAPHICS: 9	CONTROL: 8
SOUND: 8	FUN: 7
OVERALL: 7	

Did you know that recent Game Gear hits like Vampire: Master of Darkness and Outrun Europa started out as European Master System games? So did this one, and I'm sure

all GG owners will find their version to be the same. Visual inspection of screen shots confirms that only the various on-screen meters have shrunk; otherwise the game is the same.

The plot is standard Disney. Mickey "No date tonight" Mouse settles down with a book of fairy tales for the night. Being the old fuddy-duddy that he is, he soon nods off. But this sleep is not peaceful, for he finds himself in a village of dark shapes. Seeing a villager being attacked by one of these spirits, Mickey plays ghostbuster and it disappears. It turns out the peasant is none other than Daisy Duck, who promptly sends Mickey on a wild goose chase to save this dream kingdom. Mickey has 14 stages in his way, so he gets his tail in gear and leaves. Mickey's travels will take him through deserts, castles, flooded places(not along the Mississippi), and finally to Pete's evil place. Although there are many enemies that want Mickey's hide, there are also some ingenious traps that Mickey must figure out to continue with his quest.

There's no doubt that Land of Illusion is a more complicated game than Castle; there's a map screen which allows for some needed backtracking, and there are items like cloud shoes and the rope that you need to pass certain areas. But unlimited continues allow you to easily finish this cart within a week. It's a shame, because this had great potential to be something better than the standard SMS side scroller.

But in other areas, Land of Illusion shines. The graphics are improved over Castle's already great visuals, with more detailed backgrounds and more animations. The music fits the theme, with music that's fun, bouncy, and maybe a little too high-pitched.

All in all, Land of Illusion is a great game that's hurt by its relative easiness. I found little incentive to play the game over again, and therefore don't recommend SMS owners paying large sums for an import version. It's probably a better deal for Game Gear owners, though.

- Todd Lintner

JURASSIC PARK
ACTION
1 PLAYER

GRAPHICS: 6
SOUND: 5

OVERALL: 4

SEGA
GENESIS
HARD

CONTROL: 3
FUN: 2

Unfortunately, I made the decision to do away with the Big Cheese Award and come up with something else before I got ahold of this lame title.

Michael Crichton's book pushed sci-fi to its limits and touched on very realistic scientific methods of reincarnating the dinosaurs. Steven Spielberg's movie pushed film technology to the limits with incredible visuals and nail-biting suspense. It should be expected then, that Sega's game adaptation would push the Genesis to new heights, right? Wrong!!! I was so disappointed with this lackluster game that I almost regretted ever hearing the name Jurassic Park.

The graphics attempt to emulate the atmosphere and fluidity of motion that Out of This World and Flashback pulled off so effortlessly, but fall way too short. So you end up with a VERY average looking, playing and sounding cart that offers nothing new to players and gives me yet another example of the flood of mediocrity that Sega insists on drowning the Genesis in.

I never pegged Segs for the type that would do a rush job game out of a big name movie simply to pull in some bucks from the title. LJN, T*HQ, sure, but not Sega.

The ONLY spot of inspiration in this game is the ability to play as a velociraptor, the vicious carnivores who hunt with an intelligence beyond the rest of their species. You'll thank the makers for that option, too, after attempting to play the game as Dr. Grant once or twice. Sega tried to make him control realistically and failed miserably. You get a guy who has inexplicable amounts of difficulty jumping onto a 2 foot high rock because some invisible obstacle is impeding him. Suffice it to say, I nearly took a sledge hammer to the cart after playing as the good Dr. The option of playing the dino, who's mission is to hunt and kill Dr. Grant, then, is VERY appealing.

Do I like this game? NO. Should anybody waste their money on this game? NO. Rent it? NO. Look sideways at it? NO. Burn it? YES, by all means, please do.

- Pat Reynolds.

COSMIC FANTASY 2

RPG
1 PLAYER

GRAPHICS: 7
SOUND: 5

OVERALL: 7

WD
DUO
MODERATE

CONTROL: 5
FUN: 7

Cosmic Fantasy 2 is the first true role-playing game for the Turbo-CD. Although it's not a Super CD, CF2 is still worth a look.

No RPG is without its faults, however, and there are a whole bunch of them in this one. There is a nice full-color picture on the CD, as opposed to the bland black writing on former CDs (that's beside the point, but hey, it looks real cool). CF2 IS less sophisticated than other RPGs, and there are some bugs here and there, but they're tolerable.

The intermissions are absolutely amazing; they even surpass the standards set by the Y's series (if you don't have an Y's disk yet, BUY ONE! They're awesome). Yes, you will still have to deal with the access time a bit, but the last thing you should do with this game is hurry.

The quest is super-long. People join your party, people leave, then other people join. There are lots of different characters which you control at some point or another. About halfway through, the story takes a 180 degree turn, and you find yourself controlling a totally new guy 20 years in the future, and what's happening at this point seems to have nothing to do with what was going on earlier.

There are lots of spells, too. Unfortunately, most of them aren't very useful and some of them are quite literally USELESS. There are also difficult names attached to the spells so you need to either memorize lots of stupid names or keep the instruction book handy. The music is okay, not great. The battle BGM is actually pretty poor and annoying.

Either way, if you buy CF2, do it for the intermissions. - Ara Shirinian

FATALITY FRIDAY

OR, HOW I GOT MORTAL KOMBAT 3 DAYS BEFORE "MORTAL MONDAY"

BY PAT REYNOLDS

It was a typical Friday for yours truly. After spending 4 hours slaving away on the fanzine you now hold in your hands, I headed over to the local mall to check out new games. My intention was to exchange General Chaos for Mortal Kombat (Genesis version - I pre-purchased both in order to write a comparison, then return the one I liked the least. All went well, and I headed home with my claim ticket stashed firmly in my wallet.

I'd been home for less than an hour when I get a call:

"Hi, Pat, this is Veronica from Electronics Boutique"

"Hi."

"We just got Mortal Kombat in."

"How'd you manage that?"

"We're special; do you want one?"

"My copy's at Babbage's - I don't think they have it in yet."

"Well, go get your money back and come here - we'll sell it to you."

With that established, my mind raced for a solution. Did I really want the hassle of asking my friends at Babbage's for my money back? Wait, didn't I see a palette of boxes being hauled in by UPS while I was there before? Yeah; and if EB got MK, maybe Babbages did too! So I called:

"Hi, can you tell me if you have Mortal Kombat in yet?"

"We don't."

"Oh; I just talked to EB and they got it in."

"Are they selling theirs?"

"Yeah."

"Well, if they're selling it, so are we."

Pleased with myself for bringing the truth out into the light, I headed back to the mall. When I arrived, about a million kids were standing around drooling as the Babbages workers unpacked several boxes, each stamped "Do not sell until Monday, Sept. 13 - Severe penalties for violating street date." So much for Mortal Monday, I thought as I handed over my claim tickets.

Now, as I write this on Sunday, I've played both the SNES and Genesis versions until my eyes bled, and am prepared to give you the real scoop, in my opinion.

GRAPHICS: The SNES version takes this category hands down. The character animation is flawless, while you can count the frames in the Genesis edition. Background detail is almost arcade perfect on the SNES, while the Genesis backdrops, although good, are just not as colorful and vivid.

SOUND: I was disappointed with the Genesis in this category. While the SNES utilizes the arcade music, the programmers at Probe decided to create new tunes for their Genesis version. Also, a lot of the time the kicks or punches don't make any sound at all in the Genesis, but over on SNES we get all the smacking, yelling, screaming, and hollering from the arcade. The Genesis fights lose the impact of the SNES version in this respect. For example, Liu Kang's trademark Bruce Lee-like chirping and yelling just isn't in there. Also, SNES owners get a lot more voice, from all the characters names to Johnny Cage's "Yeah!", Kano's roar, and Raiden's war cry.

CONTROL: This is the ONLY category I feel that the Genesis version has the edge in. Jumping is quicker and tighter in this version, whereas the SNES version has a half-second, just noticeable delay on occasion. However, the actual punching and kicking is more solid on the SNES. Characters tend to turn around slower on the Genesis when the opponent jumps over them. The special moves are easy to do on both versions, although some of the controls have been changed on the Genesis, to accommodate 3-button players.

FATALITIES: Surprise! The SNES takes this category as well. Why? The "fatality theme" from the arcade is intact, as are the agonized screams of the victim. Both of these features are absent on the Genesis. Also, some of the better arcade fatalities look really bad on the Genesis. For example, when Raiden blows his opponent's head off, the explosion is about a foot in front of where the head was, and that thing that Kano pulls out of his victims looks more like a flapping liver than a heart! Liu Kang's fatality yell is in the SNES version, and not the Genesis. It may seem like I'm picking at straws here, but these items add or detract a lot to the impact of the game. It's not as cool to rip someone's head off if you can't hear them scream. Another plus in the SNES version is the ability to throw your opponent a couple of times before performing your fatality.

THE PIT: Yes, it's in both versions, and equally sanitized (that is, there are no impaled heads, bodies, or bloody torsos in either version. SNES owners get to hear the poor sap scream on his/her way down to the spikes, and Genesis advocates can see the blood fly, but the guy is just as dead in both versions.

THE VERDICT: Obviously, I feel that the SNES version is by far superior to the Genesis one. The new fatalities aren't so bad (Sub-Zero and Raiden still obviously kill their opponent, Kano reaches in and pulls out...NOTHING; Johnny Cage's is the funniest - he puts his foot into his enemy's chest as they wriggle around and scream!) With a 6-button controller, the Genesis version is not a bad game, I just feel that too much was left out and the system can do better than this. Now all we need is a code for the blood in the SNES version and it'll be perfect!

THE FANTAZINE INTERVIEW: RUSS PERRY JR.

Last issue we ran an interview by Russ Perry Jr., which was also carried by a few other fanzines. This time we've got an exclusive fandom first: an interview with the most well-known and vocal fan out there! If you're involved in fandom and don't know who Russ Perry Jr. is, you should really be paying more attention to those letter pages! Now, on with the interview...

FANTAZINE: Russ, just in case somebody out there doesn't know who you are, how about briefly describing your role in EG fandom.

RUSS: My role in fandom? Hmm, the perennial letter writer, I suppose. I do get a lot of 'zines, so I suppose economic support would be another valuable function... I even write an occasional article, but not all that often. I also fancy myself as somewhat of a historian, and collector, though a large portion of fandom neglects this side of videogaming.

FANTAZINE: How many fanzines do you subscribe to? Do you have any favorites?

RUSS: I have about 58 'zines from the Nintendo era, and one Atari era 'zine, plus a smattering of corpozines, old and new. I guess I subscribe to 32 (gods!), but some of these seem to have gone defunct on me. Favorites? In no particular order: 2600 Connection, Classic Systems and Games, Digital Press, Fantazine, Mater minds, Project: Ignition; IBTL, TSOGTC, Video Apocalypse are occasional or I don't have enough to say. I should say that there are a lot of 'zines out there that are very well done but aren't "favorites" due to lack of spice - I love 'zines with a sense of humor: sarcastic, referential, slapstick, whatever, and these tend to become favorites because that's what I'm like.

FANTAZINE: You're one of fandom's most well known fan/collectors. How many systems do you own? Games? Other hobbies?

RUSS: It's obvious I'm a collector. I own 25 systems (plus 17 or so pong systems and 19 or so handheld/electronic games), and around 1040 cartridges for them. It's hard to say for sure, but that is probably correct - no doubles unless released by other companies, no broken carts, etc. The majority are for older systems - I just can't afford to keep up with the newer systems. I don't have a Genesis, Duo, or TG-16, or NeoGeo. I DO have Genesis games, however, as my brother does own the thing (no Sega CD though).

Other hobbies? Ah... Well, I've written almost 450 songs (only lyrics for the most part) and did play in a basement/joke band called Dethkorpz, but I haven't picked up my bass for more than five minutes in a long time. We did do two albums and a tape of jams, though. A combination of liking Star Trek and linguistic curiosity currently has me learning Klingon via a postal course (since I can't afford to go to the Klingon language camp). I won The Great Palindrome Award in a past issue of

HolQeD, the Journal of the Klingon Language Institute. I used to collect Rubik's Cube type puzzles, but they're pretty scarce now. My most recent find was Smart Alex, which was disappointingly easy. I like to read, but don't do it enough. I do have a fair supply of books and comics. My main love is sci-fi (and I don't hate the term!), especially cyberpunk. I'm also a beer aficionado - me and a friend are always mixing and matching imports to try. We'll be heading off to a beer tasting in Madison in a month - it was great fun last year. Once in a while I write stories (I submitted one to NOW comics for their Twilight Zone, but it was rejected), play D and D or build model cars (usually turning something innocuous - say a '59 Cadillac ambulance like the Ghostbusters Ectomobile - into a monster truck). I do watch a smattering of TV too, though not much during repeat season. Shows like Married With Children, Herman's Head, Flying Blind, Seinfeld, Home Improvement, Northern Exposure and Star Trek (TNG and DS9). My favorite, though, even repeats (being better than most first-run shows)



is The Simpsons. Anybody who stopped watching it because "it's passe" is a moron - it's still the greatest show in many years.

FANTAZINE: I think this is on everybody's mind in regards to your involvement in fandom: for someone who's so vocal, why don't you have a 'zine of your own?

RUSS: I've definitely been asked this before, and I can give you a bundle of answers, varying in honesty, facetiousness, and sincerity: not enough time, can't draw to save my life, not enough of a masochist, too busy writing to other 'zines, don't play enough games to warrant it, not opinionated enough, no good computer, fear my layout and editorial skills will bring ridicule, too lazy... I guess the truth is I just haven't had the ambition so far. I've certainly been tempted, to do at least a one-shot (though this interview will probably eliminate the need to), but I've never been excited enough to do it.

Also, I don't really like "meat and potatoes" writing. I can't write reviews too much because I don't enjoy it, and I'm too wishy-washy about condemning things. I also couldn't stomach backbone articles just to fill space and hold the 'zine together. When I do write articles (and this goes for songs too), I feel a need to have some "angle", some "high concept" to go on, or else I fear the reader will be as bored reading as I was writing. To use the songwriting analogy, I could never write a whole song that goes "Get it up/ get it down/ shake

your booty all around" and feel satisfied writing it. I need a theme to give the lyrics a conceptual attraction; in the same way, I can't write a simple "dance" article, I need that undercurrent of (imagined?) importance.

I like to say I helped Tim Duarte start up The 2600 Connection, but that's not entirely true. I wrote a bunch of articles that felt right thematically, and were well-received I guess, but he wrote everything that held it all together, and I'm not sure I could have done it. For now, and probably forever, I'm well content to write the occasional article, and all the letters - some of which I really should have approached as articles.

FANTAZINE: How does it feel to be probably the best-known fan of video gaming (at least in faned circles)? In fact, there are a good number of Russ Perry Jr. fans out there as well!

RUSS: Well, it's quite amusing, actually. I certainly appreciate the "fame" and it's still a blast to see my name printed, anywhere. The funny thing is, I have yet to see any detractors - I keep feeling that someday, somewhere, someone is going to get sick of reading me everywhere (maybe this interview will push that somebody over the edge). That's either a testament to my congenial personality and well-defined wit, or maybe my occasional undecided/wishy-washy views.

Sometimes I feel like a fraud, because I've done comparatively little to achieve such (absurd) fame. These days I spend more time reading 'zines and writing letters than I do playing games (I have at least 70 that I still need to try out!), and I'm a bit out of touch on the newest games (hell, all the Nintendo era really) since I don't buy, or even rent, very many. But still, I do need to comment here and there, and, well, I hope everyone "appreciates" what I have to say.

Oh, yeah, and since Steve Harris dissed me in Video Game Revolution I've been thinking I should make a major effort to get my name (and favorable comments? - nah, never happen) printed in EGM. Anyone wanna help?

FANTAZINE: Well, perhaps you can get printed in their Psycho letter column... Let's have some thoughts on fandom and where you think it's headed, and what you think of such fan organizations as F.A.N.N. Publications or G.E.A.-type clubs.

RUSS: I'm not sure I see fandom "going" anywhere. I imagine that in a lot of ways it will continue the way it has been. I don't put much faith in organizations, but I'm not a detractor either. NAEGE? A moot point now, since it is defunct, but a good example. As a member, what is it worth to me? I know quite a few faneds already, and they know each other. There's already a loose affiliation there, so something like NAEGE may not be necessary. On the other hand, an actual organization does have benefits, like centralized information. Scale may be a problem, however. The most beneficial organization would be nationwide and all-encompassing, but I don't see that coming from us. I mean, let's take maybe 50 'zines out

there - probably a fair guess - and give them all a readership of 100 - very kind for most - and further pretend that there is no overlap. That gives us 5000 fans. Yet the Lynx, not the most popular system, has sold maybe 1,000,000 systems. Picture how many Nintendos are out there! Faneds and 'zine readers are a very small group compared to the videogame user base. An effective organization would reach all of them, and since 'zines don't have readerships in even quadruple digits (unless you believe Darren Krolewski's claim of a 3500 print run - Pat), you can see we're not doing it. An organization of that type would likely need magazine and/or corporate sponsorship to really work out in the best way. As it stands, it doesn't seem much better than the loose collection of fandom as it already exists.

As to F.A.N.N. Publications... As a multi-zine reader, I'm not overly fond of it, since I'm reading articles I've already seen instead of something new. But to faneds, it can be a boon to beef up issue size, or to meet deadlines. For writers, it means getting your writing and name into circles it may not have been seen in before. It can be abused, certainly - without limits and/or with multiple "article networks" I could slap a 'zine together without writing a word myself. But so far it seems to be running okay. When Video Apocalypse ran VGR's freedom of speech article it fit perfectly with the anti-censorship tone of the whole issue. This is the kind of use I like to see, fitting and appropriate. I personally would feel a little odd sharing my articles with other faneds if I had a 'zine. That's not to say I wouldn't write for other 'zines too, but once an article appeared in my 'zine, why bother print it elsewhere? I felt funny sending my CES/Tikka interview to more than one zine, actually, since I thought readers would go "I already this in Zine A!" But, hell, maybe I should have sent it to lots; all my faves and all those who've asked me to contribute?

One thing I thought would be neat would be to get a fan booth at CES. Faneds could bring in 'zine samples and pass them around, meanwhile getting to meet each other and trade horror stories and gaming gossip. Next year?

FANTAZINE: This is a popular gaming question: if you were stranded on a desert island, what 5 games would you want to be stuck with?

RUSS: I've always been uncomfortable with this question... You'll get sick of anything given enough time. And I either have a hard time picking favorites, or limiting them to a certain number.

Also, you didn't mention electricity! Chess, Trivial Pursuit, Pictionary, Deck of Cards (with Hoyle's Rules to lots o' games), and Twister (and the Swedish Female Strip Twister Team for opponents).

Oh, there is electricity? I have to cheat (although everything mentioned exists): Bump N Jump arcade game, Vectrex with Multicart (all games on one cart!), 128-in-1 2600 and all supercharger games on one cart (128 games built into the console!), 5200 Space Dungeon, and 7800 Robotron or Super Smash TV.

FANTAZINE: Have you ever tried to get a job in the industry?

RUSS: Yes, actually, with no success. Sega and Atari Games (coin-op) have seen my resume, and I've called Nintendo's job

line more than once. I've responded to ads for videogame designers by Professional Employment and Cyber Search, and I've submitted resumes to development companies like Iguana, NuFx, Software Toolworks and Rave Software. I have a bachelor degree in electrical engineering, believe it or not, but it hasn't gotten me anywhere. So if anyone knows somebody who needs someone...

FANTAZINE: Thanks for agreeing to do this interview, Russ. Any final observations or comments for the readers?

RUSS: I've probably said enough already - I'm sure you'll have to set your word processor on "Heavy Edit" as it is. In closing, though, any readers with unwanted games, zines, etc. can certainly send them my way, and I'll give them a good home. Lord knows it would save me money in the long run!

Russ, you should know better than to think that I would edit out even a word of this interview. Contributions (and original ones at that) from you are far too rare to whittle down. Thanks again for your time, and I hope this has kept you readers as interested as I was when I first read it.

The Fantazine interview will hopefully be a continuing feature here,; for next issue's fandom special we've talked with Jess Ragan of Project: Ignition and Tabitha Paige of Counterpoint! (I don't think either of them are as long-winded as Russ - just kidding; Jess is!)



ANIME!!!

BY PAT REYNOLDS

Japanese animation, or anime, has become quite popular over the past years in America, but has only recently come into its own, as evidenced by the flood of translated material and growing animation section in local video stores.

I recently saw a movie that you Mega Drive aficionados will recognize, at least in title. Devil Hunter Yoko was thankfully not brought over to the Genesis, because photos looked pretty hideous. However, the movie on which it's based is a blend of erotic nightmares and nubile women with big swords. This reminded me of the Japanese cult film Urotsaki Doji; the nearly pornographic series released by Penthouse video which featured demons mating with humans in very grotesque ways. I've seen two episodes of Urotsaki Doji, and that was enough. Kudos to Game Players for having the balls to even mention this hard-core series in their recent Anime column.

Fans of the classic laser disc coin-op Cliff Hanger will be hit with a feeling of Deja vu if they see the film Castle of Cagliostro, from which the game was derived.

In other videogame/anime related news, what is probably the best known Japanese animated movie, Akira, has been picked up to do as a live-action American film. WHAT!? Plans to convert the movie to game formats are also in the works. This is going to be yet another case of messing with an original film that will still surpass everything that comes out based on it. A laser disc-type CD game based on the original Japanese movie has potential, though...

Ranma 1/2 is coming!!! Viz Select Comics, the company that translates Ranma as well as several other vintage manga has announced the birth of an offshoot video company called Viz Video, which will attempt to bring the entire run of the TV series Ranma 1/2 to the U.S. starting this fall! As you should know, Ranma is the creation of Rumiko Takahashi, who's work can already be seen (subtitled) in Urusei Yatsura (Lum), The Laughing Target, Mermaid Forest, and Fire Tripper, among others.

A novel approach to animation was taken in Twilight of the Cockroaches, in which live human actors and housing are used as the backdrop for a story which is a play on the Hiroshima tragedy - but on a much smaller scale. Interestingly, the humans never speak and the cockroaches are given likable personalities (they're animated) as the heroes of the film. This one comes recommended.

Dirty Pair, which Renovation's Time Gal CD bears striking resemblance to, has been released as a movie in the states. I'm lucky enough to have dozens of original Japanese TV episodes on tape, but the dubbed movie didn't do anything for me at all.

Another game related title, Fist of the North Star is also available in movie form here. Very violent, moreso than the original TV series was. The one for action fans.

FANZINE FEEDBACK

FANZINE REVIEWS BY PAT REYNOLDS

Since next issue is very likely a couple months away, I want to get in some 'zine reviews to tide you over until the special.

CONCEPT QUARTERLY/\$1.50
JESS RAGAN
12830 M-60 EAST
BURLINGTON MI 49029
ISSUE REVIEWED: 2

The editor of one of my personal favorite fanzines, Project: Ignition, Jess Ragan has taken a novel approach with this new creation; a look at games from the design viewpoint.

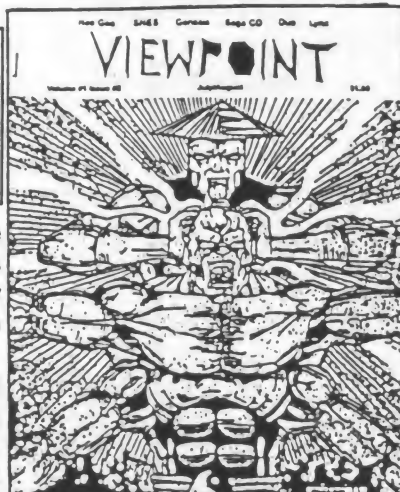
With reviews of game companies based on their software, as well as interesting looks into the minds of game programmers, Concept is like a supplement to P:I, as it rounds out Jess' flagship 'zine with its novel approach to gaming. Very well done, and, as always, tons of Ragan-style sarcastic humor. Not to be missed!

COUNTERPOINT! NO SCHEDULE/.50
TABITHA PAIGE
PO BOX 88042
KENTWOOD MI 49518
ISSUE REVIEWED: 2

Fandom newcomer Paige has a hot ticket on her hands - what is probably the first fanzine (EG fanzine anyway) edited by a female gamer. She makes good use of her gender by filling Counterpoint! with clip art featuring female game characters. And although she never lets you forget that she is a woman, she doesn't launch into tirades on sexism and feminism as I feared she might.

Like IBTL, the only complaint I can voice about this publication is that 8 pages just is not enough when the writing is this interesting. Although I did receive two issues about two weeks apart, so if Paige can maintain that schedule I guess I can't complain.

COVER OF THE MONTH
VIEWPOINT #2
BY DAVE DUNLAP



TOTAL SUPREMACY QUARTERLY/\$1
JIM PITTARO
18 OLD COACH RD
HUDSON NH 03051
ISSUE REVIEWED: 2

If you're saying to yourself "hmmm...that name and address look familiar...", it's probably because TS is the creation of the brother of another fanned, Michael Pittaro of Uproar. This relationship is obvious when reading the two 'zines side by side. They look the same, they read the same, and TS even has some direct material F.A.N.N.-style from Uproar.

My suggestion to the Pittaro Bros. - Jim is a writer for Uproar, and Mike is a writer for TS; why not simply combine the two and produce one really big fanzine? You could save postage and have one massive 'zine rather than two that look alike.

HIGH DENSITY MONTHLY/\$1.00
JONAH JACKSON
56 GLENVIEW DRIVE
SAN FRANCISCO CA 94131
ISSUE REVIEWED: 3

I must say that HD is one of the best fanzines I have seen in my 7 months of involvement in fandom. It is well-written, informative, and humorous.

It's like a gift from God when a fanzine this good can also manage to stick to their monthly schedule, and so far the HD team has proven highly successful.

This issue features a very funny article on the future of SFII, as well as reviews (both console and computer games), letters and lots of good opinion. This falls into my personal top 10 fanzine list, and if you haven't seen it yet you're really missing out.

VIEWPOINT BIMONTHLY/\$1.50
ALEX FRIAS
265 CHERRY ST SUITE SUITE 6J
NEW YORK NY 10002
ISSUE REVIEWED: 2

Aside from winning the cover of the month award in both Fantazine and Digital

Press, Viewpoint is full of articles covering topics from the Nintendo ND Drive (Janice Hruscky would do better to form her own opinion rather than simply copy specs from EGM) to the SCES (in my opinion the best column in this issue - Sahil Rahimi is funny).

Although this is only the second issue, Alex has had plenty of fanzine practice and it shows in Viewpoint. Kudos to Alex and his staff - keep up the good work.

VIDEO APOCALYPSE	MONTHLY/\$1.50
MJ LESNICK	
15803 SIGNAL CREEK DRIVE	
HOUSTON TX 77095-1624	
ISSUE REVIEWED: 3	

Another of my top ten 'zines, VA appeared only recently on the fandom scene and has given Jess Ragan's Project:Ignition a run for its money in the field of opinionated, cartoon-filled reading.

MJ covers everything from a forum on violence in video games (with thoughts from fellow faneds), to a four page opinion column (the biggest in fandom - this guy has a LOT to say).

Again, if you have not yet seen VA, and I know some of you haven't, because my mailing list is bigger than MJ's (at least, if his figure of 20-something is still correct), it's a real shame. Send for a copy today. Now. Really, right NOW!!!

VIDEO VIEWS	QUARTERLY/\$1.25
ULRICH KEMPF	
4732 GLENWOOD CIRCLE	
EMMAUS PA 18049	
ISSUE REVIEWED: 17	

Truly one of the cornerstones of EG fandom, VV continues to produce well-written, critical, and thought-provoking commentary on gaming.

Contributing editors include such well-known faneds as Todd Lintner, Sean Pettibone, and Matt Lotti. The well-rounded staff serves to keep quality high and opinions varied.

The only bad thing I can say about VV is that it tends to take itself a bit too seriously, and while this is not a real flaw, I'd like to see more humor thrown into the mix.

IN BETWEEN THE LINES	BIMONTHLY/.75
SEAN PETTIBONE	
2406 RED MAPLE CT	
TROY MI 48098	

Helping to prove that, yes indeed, the coolest faneds do come from Michigan, Sean has heeded our pleas and expanded IBTL from 8 to 14 pages with this issue, and, as always, packed it full of opinion, subliminal commentary, reviews, attacks on the Nintendo World Champion and more. Another top ten fanzine (I have a lot of those, don't I?).

IN MY OPINION

BY PAT REYNOLDS

While flipping through the dial on the radio in my Pharmacy delivery van one day, I happened upon a call-in talk show on which the subject was violence and its effects on kids. Naturally, TV was the hot topic, but one caller ventured into the realm of video games. She cited a TV program on violence that had used Mortal Kombat as an example. She obviously paid close attention to this show, because this is her direct quote: "In this game if you don't like somebody you can walk up to them and take their heart right out." Right.

On the MK subject, I think there needs to be a code that allows you to play as Reptile, Goro, and Shang Tsung. Also you should be able to play a vs. endurance round, in which each player gets two characters to fight with.

If you were lucky enough to receive a copy of the now-classic GameLord #1, you'll remember me raving about a movie called The Killer in my first Opinion column. The director of that very movie has made his U.S. debut with Jeane-Caude Van Damme's latest entry, Hard Target. See this movie! This is what an action movie should look like - no more of those horrid triple takes every time Van Damme kicks someone that were a trademark of his earlier films. See this movie; then pray that the success will coax someone to bring more of John Woo's Chinese films out over here.

I need a review of Fantazine for next issue's Fandom special. Also, if anybody can review now-extinct fanzines like Mindstorm, Phanzine Star, and others, that would be great for a look back column.

Speaking of Phanzine Star, its well-known editor, Noah Dziobecki, has informed me that his goal in life is to blow my artwork out of the water. I feel it only fair to warn him that I have a four year jump on him concerning college art courses, but he's welcome to try. Noah is starting a new fanzine that should appear soon.

After next issue I'm going to be forced to cut back on my reader base to accomodate new subscribers that I'm picking up through the review in VG. I'll apologize in advance if you don't receive issue 6; I'll try to get some free copies but they might be really late. Let's say that if you don't get #6 by Christmas then I can't afford to send it.



VENDETTA PROBE ACT 1 - OCT 1993

TOP TEN

BY JESS RAGAN

TOP TEN REASONS WHY QUARTERMANN SUCKS

10. I'm sure Steve Harris knows.
 9. Insect Politics.
 8. In the pages of EGM - "Elvis Held Hostage by The Staff of Die Hard Game Fan!".
 7. New information about Double Dragon 28.
 6. "What? Genesis? Never heard of it..."
 5. Because Tokenman sucks.
 4. Always visits sperm banks in hopes of a withdrawal.
 3. Ever see the teeth marks on Martin Alessi's...
 2. Will Pat print the above comment?
- And the number 1 reason The Quatermann sucks...
1. Did I ever tell you you're my "Hero"?

ARCADE ACTION

BY JESS RAGAN AND PAT REYNOLDS

In this exciting episode (or excruciating if you're some guy from New York who conned me into thinking that my fanzine was great, only to disappear from this dimension and returning to call me an extremist freak in this very 'zine, but I digress), Pat and I will tag team to give you the coverage that's sorely needed in fandom. Anyhow, I'm writing my bit right now, and Pat will add to the pot later, let it simmer, and serve it to you with the usual feast of Fantazine items you've come to expect. Here goes -

FIGHTING GAMES AND SFII CLONES: You're tired of them, but they keep coming anyways! Here are a few to watch out for (and avoid)...

TIME KILLERS - Sure, Mortal Kombat is gorey, but at least there's a fair amount of quality that went into it. When it comes to Time Killers, however, well... it's like Cecil B. DeMille going up against Pauly Shore in a best film contest! This is total B movie quality - the control is HORRIBLE, the animation is flat and tacky-looking, and the sound effects are laughable at best. It's not easy to relate to any of the characters (ALL of them are one dimensional, bloodthirsty assholes), and they're all pretty much the same guy with different looks. Some ideas are innovative, but every one is negated by some innately disturbing flaw (for example - hacking off arms begs to compliment TK's technique, but since there's very little strategy in doing so or losing them, it's just a cute nuance (*Jess Ragan, ladies and gentlemen - the only guy that could call hacking off body parts "cute"*). Same goes for the fatal attack, which can be launched in a few lucky shots or when the opponent is dizzy. This structurally inept farce is only worth the enjoyment you get from watching others suffer while playing it.

SUPER SFII - Although it's not out yet, you probably know what to expect. 4 new characters (Video Universe may print a concept drawing of Guile's 17 year-old sister by yours truly), MORE new moves, some of the turbo ones, and a lessening of the speed from SFII Turbo (GOOD) make this one to try. **MARTIAL CHAMPIONS** - Hi, it's Pat talking now, with two more rather lame SFII clones to tell you about. Actually, this one isn't all that bad, it's just that there's very little new and original here and it draws it's success totally from the SFII crowd. Poorly drawn figures (except for the two women - is it me or do they look like Konami put that little extra something into them and let all the male characters go to hell?), take away from the action. Not even a buck of mine went into this sorry game.

FIGHTER'S HISTORY - Now this is something I knew was inevitable. Eventually, somebody would break down and blatantly copy SFII. In this case, Data East copies from several SFII clones as well! As the title implies, this may have been done as a sort of tribute to the leaders of the genre, but I seriously doubt it. In fact, this game was yanked from my local arcade only weeks after it arrived. The character who looks like Guile even has a very

Sonic Boom lookin' special attack that's done exactly the same way!!! You've got your Ryu clone, a guy that looks and fights almost exactly like Joe Higashi from Fatal Fury, and a female Judo expert with the same outfit and name as one female Judo expert from World Heroes 2! Add to this list of shameless copies the fact that this game JUST PLAIN SUCKS as well, and you get the idea.

Off of the fighting game subject - a quick look at what I feel is Capcom's best Final Fight clone yet - The Punisher. With two players (Nick Fury, who chain smokes cigars throughout the whole game, being the second), and tons of enemies and scenarios, this game is a blast - literally. At certain points in some stages, your character automatically pulls his gun and you can start blazing away as the thugs drop like flies. From the word go, until the final scene of the Punisher hefting a live grenade onto the Kingpin's beaten, unconscious body, The Punisher is a no-holds-barred slugfest that keeps you tense and entertained through it's all-too short duration (Pete and I walked through it the first time we played on less than \$3.00 apiece). If Capcom has any smarts left in their SFII-plagued heads, they'll bring this one - accurately - to the SNES to make up for the subpar Final Fight 2.

CLASSIFIEDS

WANTED: Herzog Zwei for Genesis; will pay up to \$20. Also looking for an Atari 7800 in good condition. Make offer. Pat Reynolds, address in colophon.

FOR SALE: Loads of Atari 2600, Intellivision etc. games, many are still sealed and in original boxes! \$3 and up.

WANTED: Buying used Atari, Intellivision, Colecovision games. Will pay Digital Press Collector's Guide prices! Write: Joe Santulli, 44 Hunter Place, Pompton Lakes, NJ 07442

WANTED: Etch-A-Sketch Animator 2000, APF MP1000/Imagination machine, Entex Adventurevision, Coleco Telstar Game Computer, Entex Select-A-Game, Play Time LCD Projection System and GIMINI systems and games. Lots of games for other systems needed. Russ Perry Jr. 5970 Scott St. Omro WI 54963 (414-685-6187)

\$\$\$ PLAY 4 PAY \$\$\$

Earn \$25, \$50, \$200,per hour playing your favorite SNES/Genesis games at home. For details send a self addressed stamped envelope to: PLAY 4 PAY, P.O. Box 3230, State University, AR 72467.

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Project:Ignition is proven to prevent postmenopausal osteoporosis, & can be yours for a paltry \$1.50. Subscribe now & get a free stamp with EVERY issue! Stamp slightly used. One issue subscriptions only, please. Send money to 12830 M-60 EAST BURLINGTON MI 49029 **WANTED** - A really, REALLY cheap NES or TG-16 (\$20). Also NES, TG-16, Colecovision or 2600 games (\$5-\$10) & a VIC-20 expansion cartridge (badly! \$5-\$15). Especially hunting down GORF, GALAXIAN, GALAGA, DONKEY KONG & MR DO'S CASTLE for sets excluding the 2600 and GYRUSS for any of the above sets. Get in touch at the above address.

FANTAZINE IS NOT RESPONSIBLE FOR THE AUTHENTICITY OF CLASSIFIED ADS.

* Uh... that should say November - boy, is this issue late...

BACK PAGE NEWS

Is fandom ready to welcome Aaron Buckner back into the fold? Rumor has the Buck-man starting a new fanzine that'll be "better than fuck" sometime this summer. I tell ya, I think my toilet paper supply is running a bit low, maybe I'll try a copy.

About cover art; look for my artwork on The Video Game Revolution, Hyperzine, Master minds, and possibly Digital Press in the future. I'm working on Jess to let me do a P:I cover for him, although his covers are always good anyway. So, if you want a cover drawn, please give me at least a month notice and tell me what you want on it, otherwise, you'll never know what you'll get.

For anyone who didn't get the drawing on the back cover of last issue, that was me and Jess Ragan doing our best Ranma 1/2 imitation.

Speaking of Jess, he has a major complaint about Fantazine - lack of interior artwork. What do you think of this? Should some text space be sacrificed to include more illustrations? I'd like to do it, but with the large staff all vying for space, it's difficult to do without violating the sacred 22-page limit I've imposed.

The official deadline for the first reader contest (see last issue for details) is September 15. The winner (if one does come forward) will be announced in the fandom special issue, to be released around that time. *That's right!*

This may be the last issue of Fantazine for a while, so don't start a lynch mob when #5 doesn't show up in your mailbox on time - with school starting back up, it's gonna be a long haul, so look at October* for our next regular issue. Of course, it might even be a little bigger, too, but I've said that before...

That great new idea, Vendetta, that I announced last issue, may become simply an added 4 pages to Fantazine dedicated to comics and anime. That wouldn't be so bad, would it? The reason? There may be a new all-Genesis collaboration somewhere on the fandom horizon...

The MegaMan fanzine? Still in early postproduction. Wait for it.

FANTAZINE PRODUCT INFORMATION

BACK ISSUES: \$1.50 each. Available now are Fantazine #1,2,3 and the Bomberman special issue.

FEAR MY ART: Nearly 90 pages of original artwork by Pat Reynolds, from 1989 through 1992, as well as some '93 works. \$5.00.

FANTAZINE VIDEO: See Ranma 1/2 for Super Famicom and SFII:CE for PC Engine!!! Plus lots more! \$6.00 or blank VHS tape and \$3.00.

FANTAZINE MAILING LIST: My reader base is still fairly low, but this list of @ 70 names should help faneds who are just starting out gain some support. Since our reader base has doubled already, the list will be continually upgraded. FREE with fanzine trade.

FOR SALE - Fatal Fury, Cybernator, Batman Returns, and Street Fighter II, all for SNES, and all for \$40. Contact Pat at the address or phone # in the colophon.



FANTAZINE GOES UNDERGROUND

THE VENDETTA
BEGINS
IN 2 MONTHS

LAST PAGE RETALIATION

BY PAT REYNOLDS

I don't know about you, but I am so sick of hearing about violence and censorship in games that I could puke. The only reason that this is even an issue is because of recent games by Razorsoft and especially the conversion of Mortal Kombat to home systems.

People, video games are almost ALWAYS violent!!! 90% of all games have you hitting, blasting, stomping, shooting, cutting, and in other ways dispatching countless enemies. Does the fact that most of them die bloodlessly make them any less violent?

Look at the most popular game ever - Street Fighter II. I haven't seen or heard any outcry over this game, and yet the object is to beat your opponent so badly that he or she is knocked unconscious!

Pac-Man ate ghosts, Mario dropped Donkey Kong on his head from 3 stories up, then went on to star in several very popular games in which he kills enemies with fireballs or by smashing them into the ground.

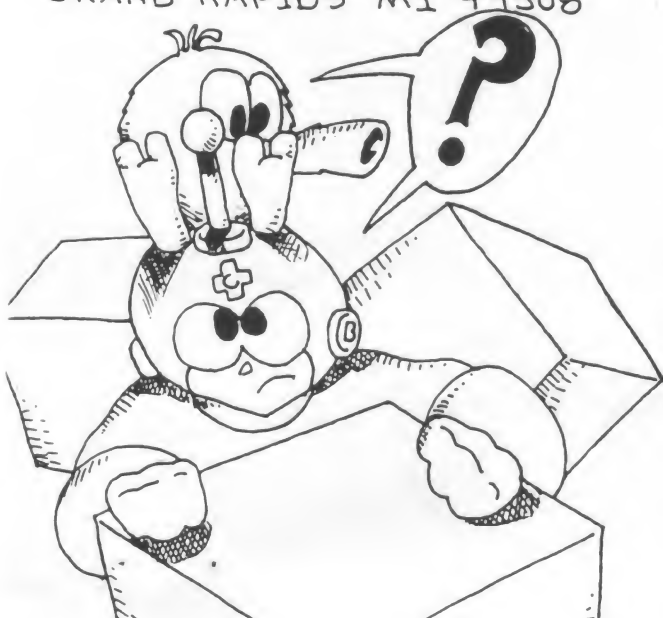
The fact that a lot of people are just now debating violence in video games only goes to show just how ingrained it already is.

The Mortal Kombat debate shouldn't focus on violence itself, since the game is inherently violent; moreso than SFII. The real question is this: does the game go too far? The answer: Yes. Even for someone as jaded and open-minded towards graphic violence as I am, Mortal Kombat is disturbing in places. Once while playing as Scorpion I saw my opponent's girlfriend turn away in disgust as I snagged him by the throat with my harpoon attack. Ask yourself this: Do you REALLY not care if your little sister or brother witnesses Sub-zero, Raiden, or Johnny Cage's decapitation of their opponents?

Of course, I'd like to see a direct arcade translation, but when I consider the millions of homes with SNES or Genesis systems, and the young minds which could be exposed to this level of violence, I cannot oppose Nintendo's decision regarding the game. I hear now that even Sega is considering 'softening' the Genesis version as well. Perhaps it's for the best.

FANTAZINE

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